

Amendments to the claims:

This list of Claims will replace all prior versions and listings of Claims in the Application:

1 1. (Currently Amended): A video game system comprising:
2 a) an output screen;
3 b) a hand-held video game controller having control buttons for inputting commands
4 to manipulate images on the output screen through a cord;
5 c) video game software interfacing between the hand-held video game controller and
6 the output screen; and
7 d) an interactive video game controller adapter detachably engaged with the hand-
8 held video game controller and shaped to simulate the real-life activity emulated
9 by the video game, wherein the control buttons of the hand-held video game
10 controller are activated when the corresponding input controls of the adapter are
11 activated.

1 2. (Original): The video game system as claimed in Claim 1, wherein the adapter has input
2 controls shaped to simulate the real-life activity emulated by the video game.

1 3. (Canceled).

1 4. (Original): The video game system as claimed in Claim 1, wherein a different adapter is
2 provided for each different video game of the video game system.

1 5. (Currently Amended): A video game input device comprising:
2 a) a hand-held video game controller having control buttons for inputting commands
3 to manipulate video game images on an output screen of a video game system
4 through a power cord; and
5 b) an interactive video game controller adapter detachably engaged with the hand-
6 held video game controller and shaped to simulate the real-life activity emulated
7 by the video game, wherein the control buttons of the hand-held controller are
8 activated when the corresponding input controls of the adapter are activated.

1 6. (Original): The video game input device as claimed in Claim 5, wherein the adapter has

2 input controls shaped to simulate the real-life activity emulated by the video game.

1 7. (Canceled).

1 8. (Original): The video game input device as claimed in Claim 5, wherein a different
2 adapter is provided for each different video game of the video game system.

1 9. (Currently Amended): The video game input device as claimed in Claim 5, wherein the
2 hand-held video game controller is used with a Sony Playstation™ video game system.

1 10. (Originally Amended): The video game input device as claimed in Claim 5, wherein the
2 hand-held controller comprises:

3 a) a main body[[,]];
4 b) a pair of circular base plates formed on a top face of the main body and spaced
5 from each other a predetermined distance; and
6 c) two projections formed on a rear face of the main body.

1 11. (Currently Amended): The video game input device as claimed in Claim 10, wherein the
2 control buttons of the hand-held controller are formed on the base plates, the projections,
3 and the top face of the main body of the controller.

1 12. (Currently Amended): The video game input device as claimed in Claim 10, wherein the
2 hand-held controller comprises a pair of push buttons formed on the top face of the main
3 body, a pair of handgrips formed on opposite ends of the main body, and a power cord
4 extending from the rear face of the main body for electrically connecting the hand-held
5 controller to the video game system.

1 13. (Currently Amended): The video game input device as claimed in Claim 10, wherein the
2 adapter comprises a main body, two arms extending from the main body, a lip formed on
3 a front portion of the main body for engaging with the hand-held controller between the
4 base plates, a cutout defined in each arm for receiving the corresponding base plate of the
5 hand-held controller, and a receiving space formed in the main body for receiving a
6 portion of the hand-held controller.

1 14. (Currently Amended): The video game input device as claimed in Claim 13, wherein the
2 adapter comprises a retractable handle outwardly extending from one of the two arms, a
3 rotatable knob outwardly extending from the other of the two arms, a rod inwardly
4 extending from each of the handle and the knob into the receiving space, and an end
5 portion perpendicularly extending from each rod, each end portion being positioned
6 proximate the control buttons formed on the corresponding projection of the hand-held
7 controller whereby manipulation of the knob and handle causes the end portions to
8 activate the corresponding control buttons.

1 15. (Original): The video game input device as claimed in Claim 14, wherein the adapter is
2 used with a video game having an animated onscreen character, the main body of the
3 adapter corresponding to a head of the character, the arms of the adapter corresponding to
4 the arms of the character whereby pulling the handle away from the main body of the
5 adapter causes the character to pull an onscreen object and rotating the knob causes the
6 character to spin an onscreen object.

1 16. (Currently Amended): An interactive video game controller adapter for detachably
2 engaging with a hand-held video game controller, the interactive video game controller
3 adapter comprising a body and shaped to represent the unique characteristics of a video
4 game, the interactive video game controller adapter further comprising input controls
5 being configured to manipulate and activate control buttons on the a hand-held video
6 game controller through input controls to and thereby manipulate images of a video game
7 on a remote screen coupled to the hand-held video game controller.

1 17. (Currently Amended): The interactive video game controller adapter as claimed in Claim
2 16, wherein the adapter ~~the~~ input controls are shaped to simulate the real-life activity
3 emulated by the video game.

1 18. (Canceled).

1 19. (Currently Amended): The interactive video game controller adapter as claimed in Claim
2 18 further comprising a main body, two arms extending from the main body, a lip formed
3 on a front portion of the main body for engaging with the hand-held controller, a cutout
4 defined in each arm for receiving corresponding engaging portions of the hand-held

5 controller, and a receiving space formed in the main body for receiving a portion of the
6 hand-held controller.

1 20. (Currently Amended): The interactive video game controller adapter as claimed in Claim
2 19 further comprising a retractable handle outwardly extending from one of the two arms,
3 a rotatable knob outwardly extending from the other of the two arms, a rod inwardly
4 extending from each of the handle and the knob into the receiving space, and an end
5 portion perpendicularly extending from each rod, each end portion being positioned
6 proximate the corresponding control buttons of the hand-held controller whereby
7 manipulation of the knob and handle causes the end portions to activate the
8 corresponding control buttons.

1 21. (Original): The interactive video game controller adapter as claimed in Claim 20, wherein
2 the adapter is used with a video game having an animated onscreen character, the main
3 body of the adapter corresponding to a head of the character, the arms of the adapter
4 corresponding to the arms of the character whereby pulling the handle away from the
5 main body of the adapter causes the character to pull an onscreen object and rotating the
6 knob causes the character to spin an onscreen object.